



Christopher Hatch

Unity Developer & Technical Artist

Experience

USER INTERFACE DESIGNER & UNITY 3D DEVELOPER

IAM ROBOTICS - APRIL 2016 - PRESENT

- Developed a cross platform simulation software for their robotics solution using Unity 3D
- UI/UX Design, UI/UX prototyping, C# programming, iconography(photoshop), animation, networking, MySQL databases, cross platform app deployment/development

UNITY 3D CONSULTANT

TRUEFIT SOLUTIONS - DECEMBER 2016 - PRESENT

- I consult and train a team of engineers on the Unity 3D game engine in order to improve TrueFit's proficiency in mobile application development
- Design and create tools inside of the Unity editor to enhance the workflows of artist and engineers alike

UNITY PROGRAMMER & ARTIST

JOHN FEGHALI - SEPTEMBER 2015 - DECEMBER 2016

- Programmed UI backend actions, utilized in editor tools including animation controllers, state machines, and Canvas
- Developed mobile production pipelines and integrated external Bluetooth hardware into Unity

Other Experience

GLOBAL GAME JAM

PITTSBURGH IGDA - JAN 14' & JAN 16' & JAN 17'

- Design, develop, and realize a video game idea in 48 hours.

Education

BACHELOR OF SCIENCE (GAME ART & DESIGN)

THE ART INSTITUTE OF PITTSBURGH - DEC 2015

Awards / Honors

TECHNICAL EXCELLENCE (2017)

- PIGDA & Global Game Jam

ACADEMIC EXCELLENCE (2015)

- The Art Institute of Pittsburgh



Website

Chris-Hatch.com



Phone

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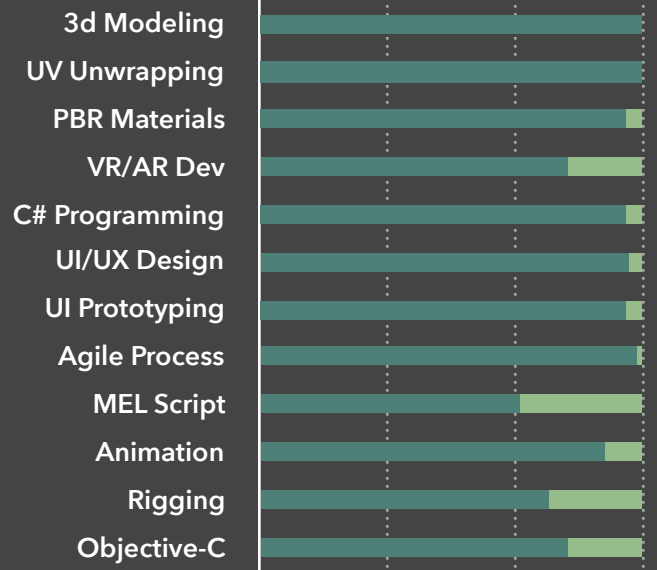


Email

chatch@chris-hatch.com

Skills

Familiar | Intermediate | Proficient



Programs

Familiar | Intermediate | Proficient

